COMPILATION



NOTICE OF RULE ADOPTION—FINAL RULE SECRETARY OF STATE

STATE OF MISSISSIPPI STATE BOARD OF PHYSICAL THERAPY

Mississippi State Board of Physical Therapy c/o Stephanie Boyette P.O. Box 55707 Jackson, MS 39296-5707 601-939-5124

m to(a) n	isopt.state.ms.us
Specific Annota	Legal Authority Authorizing the promulgation of Rule: Section 73-23-43(1)(e) of the Mississippi Code ted.
Referen	ace to Rules repealed, amended or suspended by the Proposed Rule : $\underline{N/A}$
Date R	ule Proposed: N/A
Explanation of the Purpose of the Proposed Rule and the reason(s) for proposing the rule: To provide a compilation of existing Board rules and regulations as required by state law.	
The Agency Rule Making Record for this rule including any written comments received during the comment period and the record of any oral proceeding is available for public inspection by contacting the Agency at the above address.	
	☐ An oral proceeding was held on this rule:
	Date: {Insert Date} Time: {Insert Time} Place: {Insert Place}
	An oral proceeding was not held on this rule.
The Agency has considered the written comments and the presentations made in any oral proceedings, and	
N/A	☐ This rule as adopted is without variance from the proposed rule.
	\square This rule as adopted differs from the proposed rule as there are minor editorial changes which affect the form rather than the substance of the rule.
	☐ The rule as adopted differs from the proposed rule. The differences however are: Within the scope of the matters in the Notice of Proposed Rule Adoption, the logical outgrowth of the

contents of the Notice of Proposed Rule Adoption and the comments submitted in response thereto, and The Notice of Proposed Rule Adoption provided fair warning that the outcome of the proposed rule adoption could be the rule in question.

The entire text of the Proposed Rule including the text of any rule being amended or changed is attached.

Effective Date of Rule: {Insert Date}

Signature and Title of Person Submitting Rule for Filing